

What is claimed is:

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1. ~~1. A method of playing and wagering on a game of chance having events comprising the steps of:~~
 - ~~identifying at least one selected community event;~~
 - ~~accepting wagers from one or more players on the at least one community event;~~
 - ~~generating at least one chance event during the playing of the game of chance;~~
 - ~~rewarding the one or more players from a prize pool should the at least one selected community event occur during the chance event, and~~
 - ~~determining the amount of each player's reward as a function of the amount of that player's wager such that a greater wager receives a greater reward than a lesser wager.~~

~~The method of claim 1 wherein the selection of the community event occurs before or after the step of accepting wagers.~~
2. ~~The method of claim 1 wherein the step of generating at least once chance event includes one of the following steps dealing cards, spinning a wheel or drawing numbered balls.~~
3. ~~The method of claim 1 with the step of adding to the prize pool at least a portion of the accepted wagers.~~
4. ~~The method of claim 4 wherein the step of increasing the prize pool whenever the at least one selected community event does not occur.~~
5. ~~The method of claim 1 with the step of rewarding each player includes the step of determining the amount of each player's reward as a function of the amount of that player's wager.~~
6. ~~The method of claim 6 with the step of basing the determining the reward of each player on the proportion of the fraction of total wagers made by all the wagering players during that game of chance that the amount of the player's wager represented.~~
7. ~~The method of claim 1 with the step of selecting the community event from games of chance including one of the group of the following table games Blackjack, Baccarat, Roulette, Pai Gow, Pai Gow Poker, Keno, Caribbean Stud, Let It Ride, Acey-Deucey.~~

9. The method of claim 8 wherein the game of chance is Baccarat, and the at least one community event comprises a type of tie or equal point count between the player's and banker's hand.
10. The method of claim 8 wherein the game of chance is Baccarat, and the at least one community event comprises a type of tie or equal point count between the player's and banker's hand.
11. The method of claim 8 wherein the game of chance is Blackjack, and the at least one community event comprises a dealer's hand.
12. The method of claim 1 wherein more than one community event is selected, the more than one community event includes some which pay fixed odds to the wagering and winning player, and others which pay from the prize pool by proportioning the rewarding of each wagering and winning player according to the fraction of total wagers made by all the players during that game of chance that the respective player's wager represented.
13. A method of wagering on a game of chance having events comprising the steps of:
Identifying at least one selected community event;
accepting wagers from one or more players on the at least one community event;
generating chance events;
rewarding each of the one or more players that wagered on the occurrence of the community event from a prize pool should the at least one community event occur during the step of generating chance events, and
basing the rewarding of each player on the amount of that player's wager.
14. The method of claim 13 with the step of generating chance events includes the dealing of cards.
15. The method of claim 13 with the step of generating chance events includes spinning one or more wheels of chance.
16. An apparatus for wagering from one or more players on a game of chance having events, the apparatus comprising:
a pay table ranking one or more preselected community events;

just a spot on the board

a wagering place to accept individual wagers from each of the one or more players on the occurrence of the at least one community event;

a random number generator for establishing chance events;

a prize pool connected to the wagering place, the prize pool to receive at least a portion of the accepted wagers, the prize pool from which to reward each of the one or more players should the at least one community event occur so the reward is relative to the amount of that player's wager.

17. A method of playing and wagering on a game of chance having events comprising the steps of:

identifying at least one selected community event;

accepting wagers from one or more players on the at least one community event;

generating at least one chance event during the playing of the game of chance;

rewarding the one or more players from a prize pool should the at least one selected community event occur during the chance event;

determining the amount of each player's reward as a function of the amount of that player's wager such that a greater wager receives a greater reward than a lesser wager, and

splitting the prize pool among all those that wager on the occurrence of the community event during the step of generating the chance event.

18. A method of playing and wagering on a game of chance having events comprising the steps of:

identifying at least one selected community event;

accepting wagers from one or more players on the at least one community event;

generating at least one chance event during the playing of the game of chance;

holding a secondary game of chance and distributing from a prize pool to the one or more players that wagered should the at least one selected community event occur during the chance event.

19. The method of claim 18 wherein the one or more wagering player's chance of winning the secondary game is proportional to the fraction of total wagers made by all the wagering players that the amount of that wagering player's wager represented.

20. The method of claim 18 wherein the one or more wagering player's expected reward from the secondary game is proportional to the fraction of total wagers made by all the wagering players that the amount of the player's wager represented.

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